

Meeting Agenda

Location: 6205

Date: 18/4 2012

Time: 15:10 - 16:00

Facilitator: *Magnus Huttu*

Participants: Andreas Karlberg, Linus Karlsson, Magnus Huttu, Jonathan Kara

1. Objectives (5 min)

We want to finish the SDD.

We have the urge to finish the blocks and the ability to shoot 'em up.

The design should be finished after this week.

A new RAD is supposed to be created and finished to the end of the week.

2. Resolve any issues preventing the team to continue (this should be possible to verify at next meeting, short clear description, use issues from project site).

The time which we are all able to work together is needed to be planned.

We have the swedish to attend to and make a good attempt to finish the report.

3. Reports (15 min)

We had a vacation for two weeks and now we are continuing the work from where we took a pause.

The logo has a texture and is soon to be finished.

4. From previous meetings, solved issues, e. t. c.

We had no issues last week.

5. Discussion items (35 min)

How to:

How to know when the block is being hit:

We check for the positions in the blocks and compare those to the positions the bullets have. If it hits then an animation will show.

What should the intro be?

We want to have a falling rain of black squares and they should fall to a themed music.

How shall we go forward with the sound?

We make sound tests and see which the best way to approach the issue is.

What Color/image we shall have in the background:

Jonathan gives examples and we can give our opinions.

We want to have a very old-fashion-retro image where you can see the pixels.

1. Outcomes and assignments (5 min)

Linus finishes the SDD.

Magnus finishes the blocks and the ability to shoot 'em up.

Jonathan finishes the design.

Linus and Magnus finishes the new RAD.
Andreas fixes sound-connections.

1. Wrap up
 - a. NA
 - b. Next meeting will take place 19/4 2012